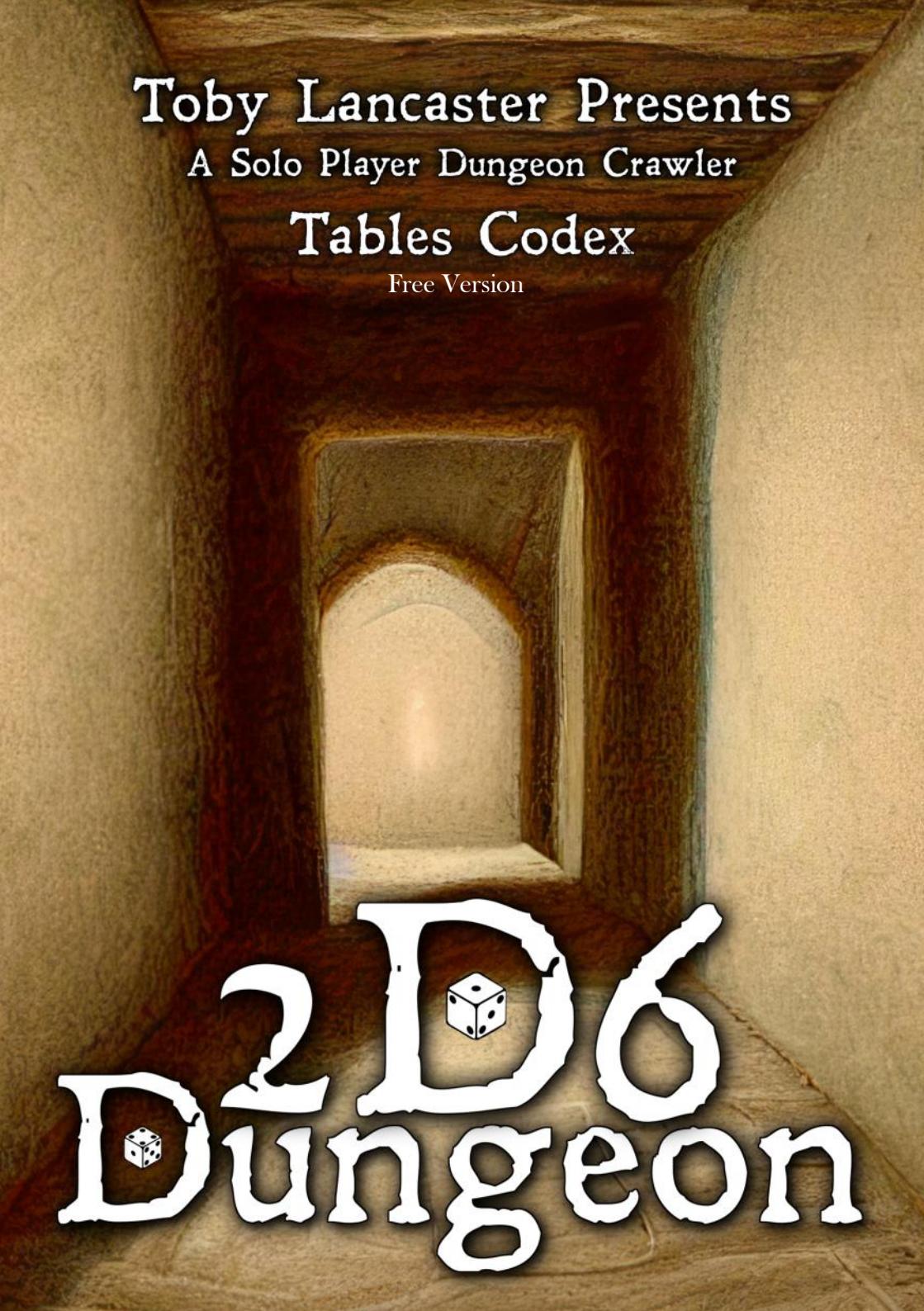


Toby Lancaster Presents

A Solo Player Dungeon Crawler

Tables Codex

Free Version



D²D₆
Dungeon

The Levels of the Human Ancestry Dungeon



- Level 1 – The Entry
- Level 2 – The Domain
- Level 3 – The Crypt
- Level 4 – The Haunted
- Level 5 – The Infernal
- Level 6 – The Cultist Den
- Level 7 - The Menagerie
- Level 8 – The Monster Maze
- Level 9 – The Cursed
- Level 10 – The Dungeon Lords

2D6 Dungeon

Tables Codex

Level 1 - Free Version

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The Tables Codex

To play 2D6 Dungeon you will need to refer to the tables in the Tables Codex.

The tables are split up into four groups and their pages highlighted with set colour.

Generic tables that can apply to every level and serve as general reference. Yellow.

Random lists tables that list random selections of items and will be accessed throughout the game. Green.

Loot tables that list loot that can be found in game. Pink.

Level tables that are needed for individual levels. Blue.

The Modified Ranges Rule

Some tables do not account for higher or lower numbers after modifiers are applied. In these cases, the Modified Ranges Rule applies. This means that you roll a zero for example on a table and the nearest number is 1 you follow the result for the 1. Or if you roll a seven and the table only shows a six then you go with the six. No bonuses or penalties are applied for being out of the range of the table. Some tables, even though they require just one die to be rolled, will have a broader range of results, but this is taking into account the application of modifiers to the roll in this case. This allows for more extreme rolls to have a more specific consequence.

Generic Tables

Tables that can apply to every level and serve as reference

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ARMOUR TABLE 1

ARMOUR TYPE	DICE SET	MODIFIER	COST
JERKIN	□	-1 Damage	9 _{gc}
PADDLED TUNIC	□	-1 Damage	10 _{gc}
QUILTED COAT	□	-1 Damage	11 _{gc}
HIDE DOUBLET	□	-1 Damage	12 _{gc}
BISHOP'S MANTLE	□	-1 Damage	18 _{gc}
LONG LEATHER JACKET	□	-1 Damage	20 _{gc}
LEATHER BREAST PLATE	□	-1 Damage	25 _{gc}
LEATHER BRACERS	□	-1 Damage	26 _{gc}
BRIGANDINE OVERCOAT	□	-1 Damage	30 _{gc}
STUDDED BUCKLER	□	-1 Damage	34 _{gc}
STEEL BUCKLER	□	-2 Damage	40 _{gc}
WOODEN SHIELD	□	-2 Damage	42 _{gc}
BANDED SHIELD	□	-2 Damage	45 _{gc}
SHOULDER PLATELETS	□	-2 Damage	48 _{gc}
MAIL COIF	□	-2 Damage	50 _{gc}
METAL BRACERS	□	-2 Damage	55 _{gc}
HELMET	□	-2 Damage	60 _{gc}
WINGED HELMET	□	-2 Damage	75 _{gc}
GREAT HELM	□	-3 Damage	95 _{gc}
GAUNTLETS	□	-3 Damage	120 _{gc}
LONG GAUNTLETS	□	-3 Damage	155 _{gc}
SCALE JACKET	□	-3 Damage	200 _{gc}
EXQUISITE SCALE JACKET	□	-3 Damage	280 _{gc}
CHAINMAIL SHIRT	□	-3 Damage	320 _{gc}
METAL BREAST PLATE	□	-3 Damage	440 _{gc}
REINFORCED BANDED MAIL	□	-4 Damage	620 _{gc}
FULL PLATE	□	-4 Damage	650 _{gc}

ENAT1 - ENCHANTED ARMOUR TABLE 1

You feel a surge of power and watch as one piece of armour is enchanted.			
2	Fire Touched - Small flame symbols appear at the edges of the armour. -1 from any fire or heat damage taken.		
3	Ice Touched - Small icicle symbols appear along the edges of the armour. -1 from any ice or cold damage taken.		
4	Divine Armour - The piece of armour shimmers. Increase the damage modifier by 3. E.g., -1 becomes -4.		
5	Fabled Armour - The piece of armour glows golden. Increase the damage modifier by 2. E.g., -1 becomes -3.		
6	Blazon Armour - The piece of armour looks immaculate. Increase the damage modifier by 1. E.g., -1 becomes -2.		
7	Gilded Armour - Gold lines form patterns across the armour. Its value is tripled.		
8	Primordial Resistance. Leaves appear to decorate the armour piece. You are not affected by magic that uses the Primordial Orbital.		
9	Faculty Resistance. The armour piece faintly glows blue. You are not affected by magic that uses the Faculty Orbital.		
10	Metamorph Resistance. The armour piece appears smoother. You are not affected by magic that uses the Metamorph Orbital.		
11	Psyche Resistance. The armour piece faintly glows yellow. You are not affected by magic that uses the Psyche Orbital.		
12	Blessed Armour - An image of the god who gifted you, or of a random god, appears on the armour. Gain 1 permanent FP for that god.		
Notes: Roll 2D6. All effects are on one piece of armour, and once removed bonuses are no longer applied to the character. The magic lies in the armour. A piece of armour can have up to three different enchantments, but fire and ice can not be combined.			

FTCCT1 - FAILED TO CAST CORRECTLY TABLE 1

You hold the scroll out and try to cast it but something doesn't seem right.	You place the gems and the following happens...
2 The scroll bursts into flames and you feel magical energy tear at your body, causing intense pain. Take 8 damage.	2 Slotted into place the gems begin to vibrate and explode in your face. They are destroyed. Lose 2 HP.
3 Frost appears on the scroll as it cracks and breaks apart but the cold seeps down your arm. Take 4 damage.	3 You watch stunned as the gems evaporate, giving off a wisp of smoke that stings your eyes painfully. Lose 1 HP
4 Blue current crackles across the scroll surface zapping your hand as it explodes. Take 2 damage.	4 Now placed, the gems turn yellow and crack, as they ring loudly. Roll on L1P and fight the alerted foe.
5 The words turn to green liquid, poisoning your hand, splashing across your skin, as the scroll melts. Take 1 damage.	5 You carefully place the gems into the slots. They sit neatly but when you blink they disappear. Nothing further happens.
6 The scroll crumbles to ash producing a cloud of smoke, making you choke, alerting the enemy if present. The enemy attacks first.	6 Now in the slots, they begin to glow and you're shocked to see them melt, pool and spill over, to splash on the floor.
7 The scroll transforms into sand and runs through your fingers. No spell is cast.	7 You pop the gems into place but nothing happens. You remove them and keep the gems.
8 The runes of the scroll move and shift making it impossible to cast. It crumbles to the ground.	8 Once in place cracks appear between the slots making it break apart. Nothing more happens. You keep the gems.
9 Energy from the scroll erupts upwards and shoots down to impact your chest. Gain 1 Discipline for 1 dungeon level.	9 As you load up the slots they meld into the object and it throbs with warmth. Restore all HP once and keep the object.
10 Warmth washes from the scroll filling your body with energy. Gain 10 Health. +5 XP per level.	10 Gems in place, silver forms around them and the item appears complete. Add 2D6 GC to the value.
11 The scroll begins to vibrate and a shaft of yellow energy hits 1 enemy doing 10 damage. +8 XP per level.	11 The item glows with the gems in place. Roll D6 and gain immunity to 1-2= Fire, 3-4= Ice, 5-6= Poison, while you have the item.
12 Energy erupts through the scroll charging the air with power. Double the effect of the scroll. +12 XP per level.	12 Gems in place, blue magical energy swirls around the item giving it the power of a wand of lightning with D3 charges.

Notes: All scrolls are destroyed due to the attempt of casting. Apart from rolling 12 the original scroll spells are not cast and only the effects as described happen.

Notes: Roll 2D6 for this table. You will lose any gems placed unless otherwise stated. If gems remain intact you keep the item and the value of the gems increases by D6 GC, giving you a total value for the item.

MAGIC ITEMS TABLE 1

MAGIC ITEM	EFFECT DESCRIPTION	CHARGES	COST
AMULET OF FIRE RESISTANCE	Attacks and interrupts that use the word FIRE do not affect you.	PERMANENT WHILE IN YOUR POSSESSION	150 gc
AMULET OF ICE RESISTANCE	Attacks and interrupts that use the word ICE do not affect you.	PERMANENT WHILE IN YOUR POSSESSION	150 gc
AMULET OF POISON RESISTANCE	Attacks and interrupts that use the word POISON do not affect you.	PERMANENT WHILE IN YOUR POSSESSION	150 gc
BRACERS OF BLOCKING	One piece of armour you wear is enhanced with an extra -1 damage modifier.	PERMANENT WHILE IN YOUR POSSESSION	150 gc
EXPLOSIVE MARBLES	Small glass balls that explode when rolled into a room doing 2d6 +3 damage	1 CHARGE	15 gc
HEADBAND OF TAMING	Level 1 and 2 animals will not attack you and just wander off.	PERMANENT WHILE IN YOUR POSSESSION	60 gc
GAUNTLETS OF POWER	+1 Shift - Can not be combined with gauntlets or long gauntlets	D6 + 2	35 gc
GLOVES OF KNOCKING	Knocking on a locked door will unlock it.		
POWDER OF INVISIBILITY	Turns you invisible for a short time. Gain +2 Shift for one combat.	1 CHARGE	40 gc
RING OF BASENESS	+1 to Discipline and +1 to the Fail to Cast roll when using Primordial magic.	PERMANENT WHILE IN YOUR POSSESSION	40 gc
RING OF SENSES	+1 to Discipline and +1 to the Fail to Cast roll when using Faculty magic.	PERMANENT WHILE IN YOUR POSSESSION	40 gc
RING OF TELEKINESIS	+1 to Discipline and +1 to the Fail to Cast roll when using Psyche magic.	PERMANENT WHILE IN YOUR POSSESSION	40 gc
RING OF TRANSFORMATION	+1 to Discipline and +1 to the Fail to Cast roll when using Metamorph magic.	PERMANENT WHILE IN YOUR POSSESSION	40 gc
STAFF OF CLAWS	Cast at the beginning of a combat causes the enemy to miss their first turn.	D6 + 3	32 gc
WAND OF FIREBALLS	Casts the Fireball spell as described in the Magic Scroll Table.	D3 + 1	150 gc
WAND OF LIGHTNING	Casts the Lightning spell as described in the Magic Scroll Table.	D3 + 1	200 gc
WAND OF PARALYSIS	Casts the Paralysis spell as described in the Magic Scroll Table.	D3 + 1	100 gc
WAND OF SUNDER	Casts the Sunder spell as described in the Magic Scroll Table.	D3 + 1	150 gc

MAGIC POTIONS TABLE 1

POTION OF	EFFECT MODIFIER	DURATION	COST
CONSTANCY	+1 Precision and +1 Discipline for 1 dungeon level	INSTANT	18gc
DEXTEROUS ACTIONS	-2 Shift from your opponent's Shift Points for one whole combat	ONE COMBAT	100gc
DIVINE SHIELD	-10 damage from each hit you take for one whole combat	ONE COMBAT	110gc
DOMINATION	+2 Discipline for 1 dungeon level	INSTANT	50gc
EXAMINATION	+2 to the treasure rolls in 1 room	INSTANT	10gc
EXTRA HEALING	Heal up to 30 Health Points	INSTANT	28gc
FIDELITY	+1 Precision for 1 dungeon level	INSTANT	8gc
FINESSE	+2 Shift for 1 whole combat	ONE COMBAT	50gc
FURTHER HEALTH	Gain 25 Health Points (can exceed baseline level)	INSTANT	40gc
GAIN HEALTH	Gain 15 Health Points (can exceed baseline level)	INSTANT	25gc
HEALING	Heal up to 10 Health Points	INSTANT	18gc
MIGHTY STRENGTH	+2 damage per hit for 1 whole combat	ONE COMBAT	20gc
PHASING	Phase through one locked door ignoring the locked status	INSTANT	4gc
PROWESS	+1 Shift for 1 whole combat	ONE COMBAT	26gc
RANCID BREATH	Do an extra 5 points of damage per round for one whole combat	ONE COMBAT	55gc
REGENERATION	Heal up to 60 Health Points	INSTANT	26gc
RESIST MAGIC	Ignore 1 successful enemy manoeuvre against you that is magic based	INSTANT	10gc
SHIELD AURA	-1 Damage taken per round in 1 whole combat	ONE COMBAT	18gc
SPEED BLAST	+2 free hits at the start of 1 combat	ONE COMBAT	13gc
STEADINESS	+2 Precision for 1 dungeon level	INSTANT	40gc
STRENGTH	+1 damage per hit for 1 whole combat	ONE COMBAT	15gc
WILLPOWER	+1 Discipline for 1 dungeon level	INSTANT	30gc

MAGIC SCROLL TABLE 1

SCROLL OF	EFFECT DESCRIPTION	DURATION	ORBIT	DISPEL Ds	COST	FAIL	MODIFIER / EFFECT
BALANCE	You sense an inner stability and become aware of magic flowing through the air. Your muscles tighten and bulge and you feel strength coursing through your body.	UNTIL USED	FACULTY	NONE	15gc	+ 1	+ 1 DISCIPLINE FOR 1 DUNGEON LEVEL
BRUTE FORCE	You feel connected to the streams of magic energy and control them with ease.	NEXT COMBAT	METAMORPH	NONE	17gc	+ 2	+ 2 DAMAGE FOR 1 COMBAT
DEEP FOCUS	You enter the enemy's mind and turn their thoughts against their companion.	UNTIL USED	FACULTY	NONE	10gc	- 1	+ 2 DISCIPLINE FOR 1 DUNGEON LEVEL
DISTRACT	You blast a ball of fire from your open palm, at your enemy, who bursts into flames.	INSTANT	PSYCHE	NONE	30gc	+ 1	IF YOU FACE 2 FOES 1 LEAVES
FIREBALL	Flames erupt from the blade of your weapon and burn those you strike.	INSTANT	PRIMORDIAL	■■■	20gc	- 1	CAUSES 20 DAMAGE
FLAMING WEAPON		NEXT COMBAT	PRIMORDIAL	■■■	32gc	0	+ 3 DAMAGE FOR 1 COMBAT
FLEETING ACTION	You feel your pulse quicken and your movements become swift and precise.	NEXT COMBAT	FACULTY	■■■	10gc	- 1	+ 2 SHIFT FOR 1 COMBAT
INSIGHTFUL COMBAT	The world slows and details seem clearer as you study your opponent's movements.	NEXT COMBAT	PSYCHE	NONE	70gc	- 2	+ 20 PERCENT XP FROM 1 COMBAT
INVISIBILITY	You glance down to see your body has disappeared and that you have vanished.	NEXT COMBAT	METAMORPH	■■■	21gc	- 1	AVOID 1 COMBAT AND ROOM CONTENTS
LIGHTNING STRIKE	A fork of blue lightning explodes from your chest to strike your foe with unholy force.	INSTANT	PRIMORDIAL	■■■■■	50gc	- 3	1 STRIKE OF 50 DAMAGE
MELT METAL	You concentrate on the metal and watch it melt into a soft dripping glop.	INSTANT	METAMORPH	NONE	18gc	0	DESTROY 1 LOCK OR INTERRUPT ARMOUR
MENTAL WHIP	You reach out a thought into their mind and it transforms to become a barbed lash.	INSTANT	PSYCHE	NONE	20gc	- 1	1 STRIKE OF 10 DAMAGE
PARALYSIS	You clench your fist and focus on one foe and they freeze to the spot motionless.	INSTANT	PSYCHE	NONE	22gc	+ 1	+ 3 FREE SWINGS IN 1 COMBAT
REFLEXES	Warmth floods your body making you feel at ease and unexpectedly flexible.	NEXT COMBAT	FACULTY	NONE	10gc	+ 2	+ 1 SHIFT FOR 1 COMBAT
STEADY HAND	You sense your movements as if magnified allowing you to steady yourself.	UNTIL USED	FACULTY	NONE	13gc	- 1	+ 1 PRECISION FOR 1 DUNGEON LEVEL
SUNDER	There is a loud crack and the ceiling above your foe collapses inwards on them.	INSTANT	METAMORPH	■■■	30gc	- 1	1 STRIKE OF 20 DAMAGE TO ALL FOES
SURGING HEALTH	You watch as your wounds close and heal and renewed vigour surges through you.	INSTANT	METAMORPH	■■■	55gc	- 1	+ 20 HEALTH POINTS
SWAMP LUNG	You watch as a torrent of swamp water pours from your foe's mouth.	INSTANT	PRIMORDIAL	■■■	25gc	- 1	1 FREE SWING + 20 DAMAGE

POLI1 - PORTCULLIS LEVER TABLE 1

1	You have a look around for a lever...	2	Will you wake again?
2	The portcullis is unstable and when you rattle it, it falls forward and catches you, but remains closed. Lose 2 HP.	3	Blackness...your adventure is over.
3	There is a lever, but when you pull down its splinters in your hand before it can open the portcullis. It is useless.	4	Someone kicks your leg. You wake as a guard stabs a knife into your ribs. Your adventure is over.
4	There is no lever here. You must wait for someone to come if you wish to proceed in this direction.	5	The last thing you feel is your body convulsing. Your adventure is over.
5	There is a lever just the other side of the portcullis. If you use an item to trigger it the item is lost. The portcullis rises.	6	You wake momentarily but then lapse into an eternal sleep. Your adventure is over.
6	A lever next to the portcullis works and opens all the portcullises in the room.	7	You wake with your heart pounding, having slept for some time. You have 2 HP.
7	There is a lever next to the portcullis, which you pull and it opens all of them in the room.	8	You wake a few moments later in a right state, but you have made a remarkable recovery. You have 3 HP.
8	Inside a hole in the wall is a switch. You press it and all the portcullises clatter up into the ceiling.	9	You rise in a drowsy condition. You have been out cold for a short time but have recovered. You have 2 HP.
9	There is a lever next to the portcullis but it has been snapped off and lies on the floor. Attach it to open the portcullis.	10	Lapsing in and out of consciousness you are fading. If you have malko leaves you save yourself on 1 HP or you die.
10	The lever has gone but the mechanism is exposed. You could open it with a Precision check PC9 (1).	11	You wake but find that all the items in your backpack including treasure have been taken. You have 1 HP.
11	As you approach the portcullis it flies open and you must face an enemy. Roll on Patrol Table for the level e.g. L1P.	12	You wake and find you are bleeding. If you have some cloth, you survive on 1 HP; otherwise you perish.
12	As you approach the portcullis you step on a pressure plate, and it rattles upwards. You can proceed unhindered.		A distant voice wishes you life. Gain 2 favour points for a god who is determined by a roll on G0T1. You wake with 5 HP.

Notes: Roll 2d6 for this table. If you can find no way of lifting the portcullis then you can not proceed and must wait for someone to come.

Notes: Roll 2D6 for this table. This table is only rolled on if your character is reduced to zero HP by something other than combat, for example injury from a trap.

RFUT1 - RECOVERY FROM UNCONSCIOUSNESS TABLE 1

1	Will you wake again?
2	Blackness...your adventure is over.
3	Someone kicks your leg. You wake as a guard stabs a knife into your ribs. Your adventure is over.
4	The last thing you feel is your body convulsing. Your adventure is over.
5	You wake momentarily but then lapse into an eternal sleep. Your adventure is over.
6	You wake with your heart pounding, having slept for some time. You have 2 HP.
7	You wake a few moments later in a right state, but you have made a remarkable recovery. You have 3 HP.
8	You rise in a drowsy condition. You have been out cold for a short time but have recovered. You have 2 HP.
9	Lapsing in and out of consciousness you are fading. If you have malko leaves you save yourself on 1 HP or you die.
10	You wake but find that all the items in your backpack including treasure have been taken. You have 1 HP.
11	You wake and find you are bleeding. If you have some cloth, you survive on 1 HP; otherwise you perish.
12	A distant voice wishes you life. Gain 2 favour points for a god who is determined by a roll on G0T1. You wake with 5 HP.

STIT1 - STOLEN ITEM TABLE 1

You search the body and find the following...

2 Slipped into this person's hose is a wand of paralysis. Quite some find! A unique find.

3 On closer inspection you find a large HQ garnet attached to the back of this person's belt buckle.

4 Sewn into the lining of this person's gloves, as if large knuckles, are 4 LQ Pearls.

5 Tucked inside this person's boot is a small parchment. Gain a scroll of Melt Metal.

6 A stone in this person's pocket shows a rune. It feels warm in your hand. Roll on GOT1 and gain 1 FP for that god.

7 There is a pouch of gold sewn into the inner lining of this person's tunic. Gain D6 gold +3.

8 A small vial is concealed in this person's clothing. Gain a Potion of Healing.

9 A gold brooch has been carefully tucked into a small internal pocket. It is worth 2D6 GC +2.

10 Tucked into this person's hair is a long silver pin worth 2D6 SC. At the end is a MQ diamond.

11 Tucked into this person's belt is a scroll. It looks ornate and rare. Roll on SCT4.

12 Pushed into a slot on the back of their boot is a plain looking wooden ring. It is a magical Ring of Baseness. A unique find.

Notes: Roll 2D6 for this table. Items on 2 and 12 are unique one time rolls for this table. If you roll them again then your roll defaults to 7 meaning you will find a pouch of gold instead.

STARTING ARMOUR TABLE 1

ARMOUR TYPE	DICE SET	MODIFIER
JERKIN	□□	-1 Damage
PADDLED TUNIC	□□	-1 Damage
QUILTED COAT	□□	-1 Damage
HIDE DOUBLET	□□	-1 Damage

STARTING SCROLL TABLE 1

SCROLL TYPE	MODIFIER
SCROLL OF BALANCE	+1 Discipline for 1 dunegon level
SCROLL OF MENTAL WHIP	1 strike of 10 damage
SCROLL OF REFLEXES	+1 Shift for 1 combat
SCROLL OF MELT METAL	Destroy 1 lock or piece of armour

VALUES OF GEMS TABLE

GEM TYPE	COLOUR	LOW QUALITY	MID QUALITY	HIGH QUALITY
PEARL	Opaque	2 _{gc}	4 _{gc}	10 _{gc}
SAPPHIRE	Blue	4 _{gc}	8 _{gc}	20 _{gc}
GARNET	Orange	8 _{gc}	16 _{gc}	40 _{gc}
RUBY	Red	10 _{gc}	24 _{gc}	60 _{gc}
EMERALD	Green	12 _{gc}	32 _{gc}	80 _{gc}
DIAMOND	White	16 _{gc}	40 _{gc}	100 _{gc}

VALUES OF MISCELLANEOUS ITEMS TABLE

ITEM	COST	ITEM	COST
ROPE (LARGE ITEM)	1 _{sc}	METAL TOOL HAMMER	5 _{sc}
LEATHER STRAPS	10 _{sc}	POT & TRIPOD (LARGE ITEM)	2 _{sc}
NEEDLE AND THREAD	5 _{sc}	POUCH, BOTTLE, CASKET	10 _{cc}
STRONG GLUE	1 _{sc}	GRAPPLING HOOK	4 _{sc}
METAL PLATES (LARGE ITEM)	5 _{gc}	1 RATION	1 _{gc}

WEAPON MANOEUVRES TABLE 1

WEAPON	WEAPON	WEAPON	WEAPON
LONGSWORD	GREATAXE	HEAVY MACE	
Level 1 Manoeuvres (not level of adventurer)	Level 1 Manoeuvres (not level of adventurer)	Level 1 Manoeuvres (not level of adventurer)	
DISGUISED SWOOP = D6 +2 damage	WEIGHTED CHARGE = D6 +3 damage	SOLID BELTING = D6 +2 damage	
INCISIVE CUT = D6 +1 damage	LOW SWISH = D6 +1 damage	POMMEL THUMP = D6 +1 damage	
THRUST = D6 damage	HACK = D6 damage	CARVING HIT = D6 +1 damage	
SWING = D6 -1 damage	CARVE = D6 -1 damage	PUMMEL = D6 -1 damage	
SLICE = D6 -1 damage	CHOP = D6 -1 damage	BLUDGEON = D6 damage	
HACK = D6 -1 damage	CRACK = D6 -1 damage	BASH = D6 damage	
STAB = D6 -1 damage	CLEAVE = D6 -1 damage	BAT = D6 -1 damage	
CARVING BLOW = D6 damage	SHARP SLASH = D6 damage	SWINGING CLUB = D6 +1 damage	
BITING STROKE = D6 +1 damage	DIRECT JAB = D6 +1 damage	SUDDEN WHOMP = D6 +1 damage	
HEAVY SLASH = D6 +2 damage	INCISIVE HEFT = D6 +3 damage	DRUBBING = D6 +2 damage	
Level 2 Manoeuvres (not level of adventurer)	Level 2 Manoeuvres (not level of adventurer)	Level 2 Manoeuvres (not level of adventurer)	
SUNDER = D6 +6 damage	FLYING CLEFT = D6 +6 damage	BEAT DOWN = D6 +5 damage	
VIOLENT CLEAVE = D6 +5 damage	BLADED BILLOW = D6 +5 damage	BLUNT THRASH = D6 +5 damage	
SWOOPING SPIN = D6 +4 damage	DOUBLE HACK = D6 +4 damage	BATTER = D6 +4 damage	
SIDEWAYS SLICE = D6 +4 damage	HEW = D6 +4 damage	CLOBBER = D6 +4 damage	
BRUTAL DRIVE = D6 +4 damage	SHEAR = D6 +4 damage	BLINDSIDE STROKE = D6 +4 damage	
LUNGING THRUST = D6 +5 damage	REELING SLAM = D6 +4 damage	VIOLENT LAMBAST = D6 +5 damage	
NIMBLE SWIPE = D6 +5 damage	GRAND ARC = D6 +6 damage	CLUBBING MAUL = D6 +5 damage	
SHARP PUMMEL = D6 +7 damage	PULSATING CRUNCH = D6 +7 damage	DEADLY CRUSH = D6 +7 damage	
THUNDEROUS BLOW = 2D6 +9 damage	FORKED AKIMBO = 2D6 +9 damage	WAILING SLUG = 2D6 +8 damage	
TWISTING STAB = 2D6 +7 damage	INTENDED MANGLE = 2D6 +7 damage	BLISTERING SWING = 2D6 +6 damage	
SPINNING SLASH = D6 +7 damage	OSCILLATING DIVE = D6 +6 damage	WILD MAUL = D6 +7 damage	
REPEATED JAB = D6 +7 damage	VERTICAL FELL = D6 +6 damage	BUFFETING CUDGEL = D6 +7 damage	
SAVAGE GLANCE = 2D6 +7 damage	STORMING BROIL = 2D6 +8 damage	PULSATING STRIKES = 2D6 +7 damage	
FEROCIOUS STRIKE = 2D6 +9 damage	DIVARICATING STUN = 2D6 +9 damage	DIVINE BLOW = 2D6 +9 damage	

Random Lists Tables

Tables that list random selections of items.

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ART1 - ARMOUR - RANDOM T1		ART4 - ARMOUR - RANDOM T4		GOT1 - GOD T1		HST1 - HERB T1	
ROLL	ITEM	ROLL	ITEM	ROLL	GOD	ROLL	HERB
1	JERKIN	1	GREAT HELM	1	GRAKADA THE CORE	1	KATHOTO SPINES
2	PADDDED TUNIC	2	GAUNTLETS	2	INTUNERIC THE MURK	2	DANKOMA STEMIS
3	QUILTED COAT	3	LONG GAUNTLETS	3	MADUVA THE ROT	3	ILIOS PETALS
4	HIDE DOUBLET	4	SCALE JACKET	4	MURATAYNIE THE PULP	4	MALAKO LEAVES
5	BISHOPS MANTLE	5	EXQUISITE SCALE JACKET	5	NEVAZATOR THE BLIND	5	SCARLETT ORIEVATUS
6	LONG LEATHER JACKET	6	CHAINMAIL SHIRT	6	RADACINA THE REDIX	6	ZOUMEROUS LEAVES
ART2 - ARMOUR - RANDOM T2		ART1 - EMPTY CONTAINER T1		HAO1T1 - HALF AN ORNATE ITEM TABLE 1		MIT1 - METAL ITEM T1	
ROLL	ITEM	ROLL	ITEM	ROLL	ITEM	ROLL	ITEM
1	LEATHER BREAST PLATE	1	VIAL WITH STOPPER	1	AN IRON BAR	1	AN IRON BAR
2	LEATHER BRACERS	2	SMALL BOTTLE	2	A METAL HAMMER	2	A METAL HAMMER
3	BRIGANDINE OVERCOAT	3	LEATHER POUCH	1	HALF A COPPER PENDANT WORTH D6 GC	3	SOME METAL TONGS
4	HIDE DOUBLET	4	SMALL METAL BOX	1	HALF A COPPER PENDANT WORTH D6 GC	4	A METAL BUCKET
5	STUDDED BUCKLER	5	SMALL BONE TUBE	2	HALF A COPPER PENDANT WORTH D6 GC	5	HANDFUL OF NAILS
6	WOODEN SHIELD	6	SMALL WOODEN CASKET	6	HALF A FORGED BLADE	6	A FORGED BLADE
ART3 - ARMOUR - RANDOM T3		GMT1 - GEM T1		HAL1T1 - HALF A SILVER CROSS WORTH 2D6 GC		MIT2 - METAL ITEM T2	
ROLL	ITEM	ROLL	GEM	ROLL	ITEM	ROLL	ITEM
1	BANDED SHIELD	1	PEARL	4	HALF A SILVER CROSS WORTH 2D6 GC	1	TWISTED PIECE OF PLATE
2	SHOULDER PLATELETS	2	SAPPHIRE	2	HALF A SILVER CROSS WORTH 2D6 GC	2	METAL RIM OF A BARREL
3	MAIL COIF	3	GARNET	5	HALF A GOLD SYMBOL WORTH 4D6 GC	3	A METAL CHAIN
4	METAL BRACERS	4	RUBY	4	HALF A GOLD SYMBOL WORTH 4D6 GC	4	SOME BALL BEARINGS
5	HELMET	5	EMERALD	5	HALF A GOLD SYMBOL WORTH 4D6 GC	5	POMMEL OF A DAGGER
6	WINGED HELMET	6	DIAMOND	6	HALF A GOLD SYMBOL WORTH 4D6 GC	6	SNAPPED SWORD BLADE

POT1 - POTIONS T1		POT4 - POTIONS T4		SCT3 - SCROLLS T3		SCT4 - SCROLLS T4		SST1 - SYMBOL SELECTION T1	
ROLL	ITEM	ROLL	ITEM	ROLL	ITEM	ROLL	ITEM	ROLL	ITEM
1	POTION OF HEALING	1	FURTHER HEALING	1	SCROLL OF DISTRACT	1	SCROLL OF DISTRACT	1	A WHEAT SHEAF
2	POTION OF HEALING	2	FURTHER HEALING	2	SCROLL OF SWAMP LUNG	2	SCROLL OF SWAMP LUNG	2	A GRAZING ANIMAL
3	POTION OF PHASING	3	POTION OF STEADINESS	3	SCROLL OF SUNDER	3	SCROLL OF SUNDER	3	BALL OF THREAD
4	POTION OF EXAMINATION	4	POTION OF STEADINESS	4	SCROLL OF SUNDER	4	SCROLL OF SUNDER	4	A TREE
5	POTION OF STRENGTH	5	POTION OF DOMINATION	5	SCROLL OF SURGING HEALTH	5	SCROLL OF SURGING HEALTH	5	A ROCK
6	POTION OF SHIELD AURA	6	POTION OF DOMINATION	6	SCROLL OF SURGING HEALTH	6	SCROLL OF SURGING HEALTH	6	A HAMMER
POT2 - POTIONS T2		SCT1 - SCROLLS T1		SCT4 - SCROLLS T4		SST1 - SYMBOL SELECTION T1		SST2 - SCROLLS T2	
ROLL	ITEM	ROLL	ITEM	ROLL	ITEM	ROLL	ITEM	ROLL	ITEM
1	POTION OF EXTRA HEALING	1	SCROLL OF BALANCE	1	SCROLL OF SURGING HEALTH	1	SCROLL OF SURGING HEALTH	1	A WHEAT SHEAF
2	POTION OF EXTRA HEALING	2	SCROLL OF REFLEXES	2	SCROLL OF INVISIBILITY	2	SCROLL OF INVISIBILITY	2	A GRAZING ANIMAL
3	POTION OF RESIST MAGIC	3	SCROLL OF BRUTE FORCE	3	SCROLL OF LIGHTNING STRIKE	3	SCROLL OF LIGHTNING STRIKE	3	BALL OF THREAD
4	POTION OF GAIN HEALTH	4	SCROLL OF MELT METAL	4	SCROLL OF LIGHTNING STRIKE	4	SCROLL OF LIGHTNING STRIKE	4	A TREE
5	POTION OF SPEED	5	SCROLL OF MENTAL WHIP	5	SCROLL OF INSIGHTFUL COMBAT	5	SCROLL OF INSIGHTFUL COMBAT	5	A ROCK
6	POTION OF FINESSE	6	SCROLL OF PARALYSIS	6	SCROLL OF INSIGHTFUL COMBAT	6	SCROLL OF INSIGHTFUL COMBAT	6	A HAMMER
POT3 - POTIONS T3		SCT2 - SCROLLS T2		SST1 - SYMBOL SELECTION T1		SST2 - SCROLLS T2		SST1 - SYMBOL SELECTION T1	
ROLL	ITEM	ROLL	ITEM	ROLL	ITEM	ROLL	ITEM	ROLL	ITEM
1	POTION OF FINESSE	1	SCROLL OF STEADY HAND	1	SCROLL OF STEADY HAND	1	SCROLL OF STEADY HAND	1	A WHEAT SHEAF
2	POTION OF GAIN HEALTH	2	SCROLL OF INVISIBILITY	2	SCROLL OF INVISIBILITY	2	SCROLL OF INVISIBILITY	2	A GRAZING ANIMAL
3	POTION OF GAIN HEALTH	3	SCROLL OF FLAMING WEAPON	3	SCROLL OF FLAMING WEAPON	3	SCROLL OF FLAMING WEAPON	3	BALL OF THREAD
4	POTION OF CONSTANCY	4	SCROLL OF FIREBALL	4	SCROLL OF FIREBALL	4	SCROLL OF FIREBALL	4	A TREE
5	POTION OF WILLPOWER	5	SCROLL OF SWAMP LUNG	5	SCROLL OF SWAMP LUNG	5	SCROLL OF SWAMP LUNG	5	A ROCK
6	POTION OF WILLPOWER	6	SCROLL OF DISTRACT	6	SCROLL OF DISTRACT	6	SCROLL OF DISTRACT	6	A HAMMER

Loot Tables

Tables that list loot which can be found in game.

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BT1 - BAG TABLE 1

You spot a bag and open it. Inside you find the following...

2 At the bottom of the rough sack are a few old earth encrusted potatoes.
3 Inside the leather bag are a few scraps of metal and two lumps of coal.
4 The bag stinks when you open it and find a dead rabbit and a turnip at the bottom.

5 The sack is full of twigs and sticks, and caught up in it are some Kathoto Spines and an old carrot.

6 There are three broken old metal tools in the bag along with a Lock Pick +1 (3).

7 At the bottom of the bag, carefully wrapped in leather, is some cheese. Gain 1 ration.

8 There is a length of rope in the sack, some dried pumpkin seeds and a Lock Pick +2 (3).

9 Among some random objects is a pouch containing $2D6+3$ SC, 4D6+20 CC and a Potion of Phasing.

10 The sack contains a silk cloak and leather gloves worth 4D6+3 SC, a throwing knife and a potion. Roll on POT1.

11 Some random jewellery has been shoved in the bag worth 3D6+2 GC. Roll on HA0T1.

12 Wrapped up in some cloth at the bottom of the bag is 2D6+4 GC, 2 throwing darts and a piece of armour. Roll on ART1.

Notes: Roll **2D6**. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.

BT2 - BAG TABLE 2

You spot a bag and open it. Inside you find the following...

2 You turn the bag upside down and a mound of seed pours out.
3 There seems to be nothing but firewood in the bag.

4 Inside the bag are 3 broken and twisted metal armour sections. These are large items.

5 Inside the sack are more empty leather sacks, three in total, and two large potatoes.

6 There are four short wooden stakes in the bag and tucked underneath is a Lock Pick +1 (3) and a throwing axe.

7 At the bottom of the sack is a set of shackles, a metal box containing 2D6+10 SC and some Malako Leaves.

8 Inside the hemp bag in an old shirt is a silver buckle worth 3D6+10 SC and a magic scroll. Roll on SCT1.

9 You tip out a collection of objects including a purse containing 2D6+5 SC and a bracelet worth D6+5 GC.

10 You peer inside the leather bag and see 3 goblets worth 6d6+10 SC, a throwing dart and a potion. Roll on POT1+1.

11 Caught up in a length of material is a silver necklace worth 3D6 SC, set with D6+1 MQ garnets.

12 This seems to be the valuables from a raid including D6 MQ pearls, D3+1 LQ rubies and D3 LQ emeralds.

Notes: Roll **2D6**. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.

CT1 - CHEST TABLE 1

You spot a chest and open it. Inside you find the following...

2 You lift the lid and find the box empty, apart from some broken stone.

3 The lid slides to one side and inside you see two old carrots and a beetroot.

4 The box is full of twisted pieces of metal and a split bone.

5 The chest contains a sack full of firewood, some of which is tied with thread.

6 Wrapped in paper is a selection of dried fish which will make 1 ration. There is also a Lock Pick +2 (4).

7 The chest contains a clutter of medical objects including two bandages, a Potion of Healing and a cabbage.

8 The chest is small but full of coins including 4D6+5 SC and 6D6+20 CC as well as a Lock Pick +3 (2).

9 The chest is full of worthless goblets. One is set with D6 LQ pearls. At the bottom is a throwing dart and a parsnip.

10 Inside the box is a selection of papers. In amongst it is a scroll roll on SCT1 and roll on HA0IT1.

11 Shoved in the chest are some old boots, a cloak and a throwing axe. Beside it is a large pouch. Inside are 3D6+2 GC.

12 There is a selection of coins stacked in the box. Including 5D6+4 SC and 6D6+4 GC and D6 LQ rubles.

Notes: The modified ranges rule applies. Any items can be taken and used for Inventive Usage.

CT2 - CHEST TABLE 2

You spot a chest and open it. Inside you find the following...

2 The container is full of earth and stone.

3 The box contains an empty leather sack and a scattering of sunflower seeds.

4 Inside the chest, wrapped in a cloth are some slices of cheese, which is not enough for a ration.

5 There are six metal hooked spikes and a length of rope inside the chest and a Lock Pick +1 (4).

6 A selection of worthless wooden bowls fill the chest. At the bottom is a casket full of 2D6+5 SC.

7 The chest is full of folded uniforms. At the bottom is a piece of armour roll on ART1.

8 You open the lid and see a mix of loot items. Amongst you find 2D6+5 SC, a gold ring worth D6 GC and a throwing axe.

9 You tip out a collection of objects including a purse containing 2D6+10 SC and a bracelet worth D6+5 GC.

10 You flip the lid up and are amazed to see a sack of coins. 4D6+4 GC, 2D6+2 SC and roll on HA0IT1.

11 There are a range of loot objects in the chest, including 2 throwing knives and a potion. Roll on P0T1.

12 This chest is full of loot. Gain 1 ration, 4d6+2 GC, a throwing knife, some dried meat and a piece of armour. Roll on ART2.

Notes: The modified ranges rule applies. Any items can be taken and used for Inventive Usage.

PT1 - POUCH TABLE 1

You spot a pouch and open it. Inside you find the following...

2 Nothing. But it is damp and when you sniff your fingers, they smell unpleasant.

3 Nothing. The pouch is empty.

4 Nothing. The pouch is empty.

5 There are some dried pumpkin seeds in the pouch.

6 There are D6 SC inside the pouch.

7 A few coins rattle in the pouch. Gain 4D6 CC and 2D6 SC.

8 There are some Malako Leaves inside.

9 There are some coins in the pouch. Gain D6+2 SC and D6 GC.

10 There are some Zouumerous Leaves and two LQ gems. Roll twice on GMT1 -2. Inside is a golden buckle worth D6+2 GC and a potion. Roll on P0T2.

11 The pouch is crammed with coins. You count 2D6 SC and D6+3 GC.

12 Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.

PT2 - POUCH TABLE 2

You spot a pouch and open it. Inside you find the following...

2 Nothing. In fact, there is a hole in the bottom making it useless.

3 Nothing. The pouch is empty.

4 Nothing. The pouch is empty.

5 There are 2D6+5 SC coins in the pouch.

6 There are some Scarlet Orievatus Leaves inside.

7 A few coins rattle in the pouch. Gain 3D6 SC and 2D6 GC.

8 Tucked inside is a Lock Pick +2 (2) and some Malako Leaves.

9 Wrapped in a piece of cloth inside are some Malako Leaves and lillies petals.

10 There are some loose coins, 2D6 GC and a random gem. Roll D3. 1= A MQ sapphire, 2= A MQ garnet, 3= A MQ ruby.

11 Inside is a potion, roll on P0T3 and some herbs roll on HST1.

12 In the pouch are D3 HQ pearls and half a broken ornate item. Roll on table HA0T1.

Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.

RPT1 - RELIGIOUS POUCH TABLE 1

You spot a pouch and open it. Inside you find the following...

2 Inside is a dried-out eyeball. You cannot imagine why.

3 Nothing. The pouch is empty.

4 Nothing. The pouch is empty.

5 Inside the pouch is a vial of black ink.

6 Inside the pouch are some human teeth.

7 Inside the pouch is a small book within which is some scrawled writing that you cannot read.

8 There are some smooth pebbles in the pouch, mixed in with some Kathoto Spines.

9 Nestled inside the pouch is a Potion of Constancy.

10 There is a necklace inside made of ebony beads and a small capsule containing Scarlett Orelavatus.

11 Inside the pouch is a symbol of a tree carved in horn and some Dankoma Stems.

12 You pull out a small silver cross and as it touches your skin you feel warm. Heal up to base HP. One time use only.

Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.

RPT2 - RELIGIOUS POUCH TABLE 2

You spot a pouch and open it. Inside you find the following...

2 Nothing and the material unravels as you open it, making it useless.

3 Nothing. The pouch is empty.

4 Nothing. The pouch is empty.

5 Inside the pouch is a small ebony bead.

6 Inside the pouch is a ball of thread and needle.

7 Inside the pouch are some acorns which have been carved with small tree symbols.

8 There are some Illos Petals.

9 Inside is a small wooden symbol embedded with three LQ pearls.

10 Inside is a high quality Lock Pick +3 (4) and 5D6 SC.

11 Inside the pouch is a small glass bottle containing a Potion of Shield Aura and 3D6+2 GC.

12 Carefully wrapped in cotton cloth are two Explosive Marbles. They must be kept wrapped.

Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.

RATT1 - RELIGIOUS ARTIFACTS TREASURE TABLE 1

You conduct a search and...

2 All you find is dust and splinters of soft wood.

3 There is an old, small crude wooden cross here.

4 Some rats have chewed up a stack of books, but they have left a wrapping of Dankonna Stems.

5 You find a religious manuscript that has seen better days. There is also a Lock Pick +1(3).

6 Someone has left a bottle of wine and bread here. Gain 1 ration.

7 There are five good quality leather cords here, which were possibly used for binding books.

8 There is a fine ceremonial silk robe here worth 2D6 SC, a Potion of Fidelity and an empty pouch.

9 There is a small ornate casket here which you slowly open and find a pouch with D6 GC inside.

10 Inside a small cabinet in the corner you find a slim silver rod worth 5D6 SC and a small empty box.

11 You spot a concealed compartment along the edge +15 XP. Inside is a pouch with D6 LQ sapphires

12 There is an ornate golden cross tucked away here worth 2D6+4 GC laying next to a Scroll of Deep Focus.

Notes: Roll 2D6 for this table.

RUPT1- RUBBISH PILE TABLE 1

You search the random pile of rubbish and find...

2 There is nothing to see here.

3 You rummage through the pile but it's covered in some sticky substance so is of no use.

4 Whatever was here is now a burnt pile of ash.

5 The pile is full of burnt scrap and broken objects none of which can be salvaged.

6 There are some small, twisted bits of metal in the scrap and rubbish.

7 There is a length of twine and some leather straps in the pile.

8 You realise this is the remains of a fire with a few coals scattered in amongst the debris.

9 On closer inspection this is the burnt remains of an animal and there are fragments of bone.

10 This pile seems to consist of mainly oak leaves and at the bottom is an acorn.

11 Caught up in the rubbish are some strips of material.

12 There is a fungal bloom underneath the rubbish. Growing on this is a purple mushroom.

Notes: Roll 2D6 for this table. Items found here can be used for Inventive Usage or for offerings to gods in the right situation or simply be discarded.

TAT1 - TABLE - TABLE 1

There is a table here and on it you find the following...

2 Some black sludge is smeared on the surface. You have no idea what left it here.

3 The table is covered in scratches.

4 The table is bare.

5 There is an empty sack on the table.

6 An empty pouch is here.

7 On the table is a coil of rope.

8 There is a small broken god idol here. Roll on GOT1. Pass a Precision Check PC10(2) to fix it to gain 1 FP.

9 There is a parchment here on which is some writing you cannot read.

10 There is a piece of armour here that is broken, roll on ART2. It is missing its leather strap fasteners.

11 Four people once sat here. Their empty tin plates remain. Next to one is a silver fork worth 5 SC.

12 There is some poisonous mold here. If you apply it to your weapon do 1 extra damage per round for 1 combat.

Notes: Roll 2D6 for this table.

TCT1 - TEA CHEST TABLE 1

There is a tea chest here and in it you find the following...

2 You reach in and catch your hand on the splintered wood. Lose 1 HP. It is empty.

3 The tea chest is empty.

4 There is a smell of tea in the chest but nothing more.

5 There is a small empty casket in the bottom.

6 At the bottom is a small bag of tea leaves, a carved horn cup and an acorn.

7 There is a scrunched up cloak worth 3D6 SC at the bottom of the box. Underneath it is a throwing axe.

8 The box is full of wood shavings, but beneath this are some random metal items roll MIT1 and MIT2.

9 Some rubbish has been thrown into the box. In it you find some leather cord and some black feathers.

10 There are 2 twisted metal bars at the bottom and a pouch of seed next to a Lock Pick +1(3).

11 There is a ruined pack at the bottom of the box. When you look inside you find a throwing dart and a potion. Roll on P0T2.

12 Wrapped in some paper at the bottom of the box is a dead crow. Around its leg is an ornate gold ring worth D6 GC.

Notes: Roll 2D6 for this table.

Level 1 Tables

Tables needed for level 1 of the dungeon.

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ENP1 - ENCOUNTER PRISONER TABLE 1

There is a prisoner here...

2 Lying face down is a man. He is motionless so you cut the binds on his hands, but he turns and attacks. Face an INFERNAL MONK.

3 A sickly man is chained to a wall. He begs to be released and you do so, but he is crazed and attacks. Face a LABOURER with no loot.

4 A shackled prisoner, long dead, hangs from his arms high up on the wall as if a warning of what's to come.

5 There is a cell here and inside a person chained up. You approach but see they are slumped forward and realise they are dead.

6 Bars across a section of the room form a cell. Inside is a slumped body and they have been dead for a while.

7 There is a bound prisoner here. They look emaciated and are close to death. If you give them a ration they survive. L1PR.

8 Inside a cage here is a wounded man. If you have some material to bandage the injury, he survives and can escape. L1PR.

9 A woman has been bound and lays in the dirt. She wakes and looks terrified, the door is locked. Pick the lock and she escapes. L1PR.

10 Shackled to a wall a thin man pleads to be freed and you comply. He runs back the way you came. L1PR

11 A man is shackled to the wall here. He pleads for help. You smash the chain and he thanks you and escapes. L1PR.

12 Two prisoners are trapped in the cell here. You grab the key from the far wall and free them. L2PR.

Notes: Roll 2D6 for this table. Liberate 1 prisoner and liberate 2 prisoners are shortened to L1PR and L2PR.

EXIT1 - EXIT TYPE TABLE 1

ROLL	EXIT TYPE	ROLL	EXIT TYPE
•	WOODEN DOORS	•	REINFORCED DOORS
•	WOODEN DOORS	•	CURTAINS
•	METAL DOORS	•	ARCHWAYS
•	ARCHWAYS	•	WOODEN DOORS
•	REINFORCED DOORS	•	WOODEN DOORS
•	PORTCULLISES	•	WOODEN DOORS
•	WOODEN DOORS	•	ARCHWAYS
•	WOODEN DOORS	•	REINFORCED DOORS
•	WOODEN DOORS	•	WOODEN DOORS
•	METAL DOORS	•	ARCHWAYS
•	ARCHWAYS	•	WOODEN DOORS
•	CURTAINS	•	WOODEN DOORS
•	REINFORCED DOORS	•	METAL DOORS
•	WOODEN DOORS	•	ARCHWAYS
•	WOODEN DOORS	•	PORTCULLISES
•	METAL DOORS	•	CURTAINS
•	ARCHWAYS	•	ARCHWAYS
•	WOODEN DOORS	•	WOODEN DOORS

IAUT1 - INTERRUPTIONS AND THE UNEXPECTED TABLE 1 - PART 1

ROLL	DESCRIPTION
<input type="checkbox"/> [•]	There is a lever beside the far exit. If you decide to pull it roll D6. 1= Nothing happens, 2-3= Any portcullises in the room open, 4-5= All portcullises in adjoining rooms open, 6= The lever snaps. If you have suitable items and can fix it with Inventive Usage, roll again.
<input type="checkbox"/> [•:•]	At the back of the room is a recess and inside is a small shrine with a miniature statue of a god standing before an offering pan. Roll on G0T1 to identify the god. Only small items may be placed in the pan as offerings and when correctly applied gain 1 FP.
<input type="checkbox"/> [•:•]	Tucked into a crack in the wall is a small piece of paper that reads 'The guard Amis stole it' (Quest for Amis). If you fight a GUARD roll a D6. 1-3= It's not him, 4-6= It is Amis so you take extra care when searching his body if you win the fight, roll on STT1.
<input type="checkbox"/> [•:•:•]	You cross the room but stagger as the floor falls away beneath you. You grab for the ledge. Roll 2D6 and add your Precision. On a 7 or higher you grab hold and climb free. On a 6 or lower you fall in and lose 3 health points and then climb out.
<input type="checkbox"/> [•:•:•]	There is a box set into the wall here with a makeshift panel door. It is closed and has a rough lock -3. It can be opened with Lock Picks, but not removed from its housing or smashed open. If opened gain 20 XP and roll on CT1.
<input type="checkbox"/> [•:•:•]	You begin rummaging through the room when suddenly in barges an unexpected visitor. Roll on L1P and face the enemy. They were carrying something, roll on BT1 -2.
<input type="checkbox"/> [•:•:•]	Something that has caught your eye is a stone basin in the corner of the room. It is full of clear water. Above it is a symbol. Roll on SST1. If you can place a related item to the symbol in the water it transforms into a LQ random gem. Roll on GM1. One use only.
<input type="checkbox"/> [•:•:•]	There is a crack in the wall here and inside is a rolled up piece of cloth. It is tricky to remove, so make a precision check PC10(2) to avoid pushing it deeper. If successful, you unravel the cloth and find a Lock Pick +2 (3).
<input type="checkbox"/> [•:•:•]	Without realising it you stand on a pressure plate in the middle of the room. If there are any portcullises here, they rise into the ceiling. Otherwise, the next portcullis you encounter is raised, as a distant sound rattles through the dungeon.
<input type="checkbox"/> [•:•:•]	Hidden behind a screen at the back is a wooden shrine with a relief carving of a god. There is a slot below the image where a small offering can be placed. Roll on G0T1 to identify the god and when one offering is correctly applied gain 1 FP.
<input type="checkbox"/> [•:•:•]	Thrown into a corner is a rag. You hold it up and see the shadowy outline of a god traced on it and realise this is a holy shroud (Holy Shroud Quest). Roll on G0T1 to identify the god. If you place this at a shrine or altar to that god you gain 2 FP for that god.
<input type="checkbox"/> [•:•:•]	There is a narrow hole here and you put your hand in to take out a pendant. It has three hollow recesses that appear to have once held gems. You may place three gems in the pendant and roll on GC1. There may be risks involved.
<input type="checkbox"/> [•:•:•]	There is a chest here which you notice has a trap mechanism. You can try to disarm it. Roll 2D6 and add your Precision. If you roll an 8 or higher you succeed and take no damage. On a 7 or lower a blade slices your hand. Lose 2 health points. Inside is a vial of ink and 4p6 SC.
<input type="checkbox"/> [•:•:•]	There are some metal objects in a drawer here. One of them is half of an ornate broken item. Roll on HA0T1 (Omate Item Quest). If you should find another half of the same item then triple its value, as it magically welds together when connected, and gain 20 XP.
<input type="checkbox"/> [•:•:•]	You pull back a crate and find someone has carved out a concealed hollow in the wall. You need to work free two metal bars that prevent access to the hole. Make a Precision check P08(2) or you give up. If successful gain 20 XP and inside is a bag. Roll on BT1.
<input type="checkbox"/> [•:•:•]	On a ledge high up is a golden statue. You can climb for it. If so, you must remain focused. Roll 2D6 and add your Discipline. On a 9 or higher you reach and grab it. On an 8 or lower you fall and lose 1 HP. You can keep trying. The idol is worth 2D6 -1 GC.
<input type="checkbox"/> [•:•:•]	There is a dropped silver disc here worth 3D6 SC. It has three indentations where gems can be placed. If you have none now you may try later but if you do place three gems in these slots roll on GC1. There may be risks involved.
<input type="checkbox"/> [•:•:•]	After a careful search you find a concealed door and behind it is a small altar to a god; an image of whom is carved on the wall. There is slot for small items. Roll on G0T1 to identify the god and when offerings are correctly applied gain 1 FP.

IAUT1 - INTERRUPTIONS AND THE UNEXPECTED TABLE 1 - PART 2

ROLL	DESCRIPTION
• •	There is a lever on the wall here. If you pull it roll D6. 1-2= A pit opens up beneath you and you fall in, lose 2 HP. 3-4= A pit opens up in the next room and you avoid any enemies if any are found there. 5-6= A compartment opens and reveals a box. Roll on CT1.
• • •	Mounted on a wall is a large wooden relief showing a god. Roll on G0T1 to identify the god. There are some hooks here on which to hang offerings. Only offerings that can be hung award 1 FP.
• • • •	Hidden to one side is a body you recognise as a warden from your town. His blue arm band is gone. Add Warden Revenge Quest. If you encounter a GUARD roll D6. 1-3= The GUARD wears a blue arm band and you swing into a rage +1 Shift. Once found, cross off quest and take the band.
• • • • •	You do not notice at first, but when you glance up you see a bag, slung over a beam. It is out of reach, but if you have some way of pulling it down through Inventive Usage, then inside you find a couple of items. Roll on P0T2 and SC1.
• • • • • •	There is an old rough stone, water filled, basin set in the wall here. Above it is a symbol. Roll on SST1. If you can place a related item in the water it transforms into a MQ random gem. Roll on GM1.
• • • • • • •	In the corner of the room there is a wooden panel showing a painting of a god. Roll on G0T1 to identify it. Beneath the panel is a place where offerings can be left, and when applied correctly gain 1 FP.
• • • • • • • •	You spot a stone in the wall that appears out of place. You take a closer look and find it is loose. Behind it is half a cheese wrapped in some cloth. Gain 1 ration. There is also a little dried meat.
• • • • • • • • •	There is a chalk board here that reads 'Krejas the Cleric is delivering the package today' (Krejas Quest). If you encounter a Dark Cleric roll D6. 1-3= The cleric is Krejas and if you defeat him, you find a package containing a piece of armour on his person. Roll on ART2.
• • • • • • • • • •	There are some crates in the corner of the room. One is carefully balanced and looks valuable. Make a Precision Check PC9(2) or it tumbles and smashes its contents. If successful gain 20 XP and inside is a Potion of Resist Magic and a Potion of Speed.
• • • • • • • • • • •	A woman runs into the room and says, "Help me, they have my father." (Father Quest) You explain that it is better that you find him and she leaves. If you release a male prisoner roll D6 1-3= He is her father. Gain 10 GC when you calculate liberated prisoners.
• • • • • • • • • • •	There are several stacked backpacks here that look like raid spoils. As you approach you hold your nose as something is off and the place seems a mess. As if sensing your presence, a HUGE RAT jumps out of the pile and you must fight. There is nothing of worth in the packs.
• • • • • • • • • • • •	A box on the wall opens out to show an ornate carved bone shrine. Roll on G0T1 to identify the god. There is a small ledge where you can place small offerings only. When correctly applied gain 1 FP.
• • • • • • • • • • • • •	You check a space behind a counter and accidentally stand on a pressure plate. A cloud of gas billows forth. Roll 2D6 and add your Precision. If the total is 7 or under then the cloud engulfs you and you lose 3 HP.
• • • • • • • • • • • • • •	You must have been making too much noise for there is a shout and in bursts a foe. Roll on L1P+1 and face the enemy.
• • • • • • • • • • • • • • •	You notice beneath your feet a loose stone and when you lift it you find a concealed compartment. It looks just big enough to house a potion in a glass bottle. The metal lid may become jammed though, make a precision check PC8(1). If successful gain 20 XP and roll on P0T2.
• • • • • • • • • • • • • • • •	Tucked to one side is a body. It has been looted apart from a slin of paper with a header that reads 'Contract', and below 'collect me 5 rats tails' (Rat Tails Quest). If you collect 5 rat tails you can return this to the exterminator back at the town and collect 5 GC.
• • • • • • • • • • • • • • • • •	There is a tall cabinet standing to one side. Its doors are thick and heavy and as you pull it open it tips over. Roll 2D6 and add your discipline. If you roll over 7 you avoid the falling cabinet. Otherwise it bashes into you and you lose 2 HP.
• • • • • • • • • • • • • • • • •	There is a statue of a god in the corner of the room. Roll on G0T1 to identify it. Beneath the god is a small pouch and casket here. Both are empty. correctly gain 1 FP. There is also a small pouch and casket here. Both are empty.

L1A - LEVEL 1 ANIMALS		L1D - LEVEL 1 DOGS		L1M - LEVEL 1 MARTIAL		L1S - LEVEL 1 SNAKES	
ROLL	ENCOUNTERED	ROLL	ENCOUNTERED	ROLL	ENCOUNTERED	ROLL	ENCOUNTERED
1	HUGE SPIDER	1	WORK DOG	1	SCOUT	1	SCARLET COBRA
2	HUGE RAT	2	WORK DOG	2	GUARD	2	SCARLET COBRA
3	HUGE INFECTED RAT	3	GUARD DOG	3	WARRIOR	3	SHARD ROCK PYTHON
4	WORK DOG	4	GUARD DOG	4	WARRIOR	4	SHARD ROCK PYTHON
5	GUARD DOG	5	WAR HOUND	5	VETERAN	5	GIANT HORNED ANACONDA
6	SHARD ROCK PYTHON	6	WAR HOUND AND WORK DOG	6	VETERAN AND GUARD	6	GIANT HORNED ANACONDA
L1E - LEVEL 1 CRATE ENCOUNTERS		L1F - LEVEL 1 FUNGAL		L1P - LEVEL 1 PATROLS		L1W - LEVEL 1 WARDENS	
ROLL	ENCOUNTERED	ROLL	ENCOUNTERED	ROLL	ENCOUNTERED	ROLL	ENCOUNTERED
1	FUNGAL GEIST	1	LABOURER	1	THUG	1	THUG
2	FUNGAL GEIST	2	CRAZED PREACHER	2	THUG	2	THUG
3	MUSTY BLOATER	3	GUARD	3	JAILOR	3	JAILOR
4	MUSTY BLOATER	4	GUARD	4	JAILOR	4	JAILOR
5	SLIMY GORGOR	5	GUARD	5	JAILOR	5	JAILOR
6	SLIMY GORGOR	6	GUARD AND GUARD DOG	6	JAILOR AND GUARD	6	JAILOR AND GUARD
L1G - LEVEL 1 GUARDS		L1R - LEVEL 1 RELIGIOUS ENEMY		L1W0 - LEVEL 1 WORKERS		L1W1 - LEVEL 1 WORKERS	
ROLL	ENCOUNTERED	ROLL	ENCOUNTERED	ROLL	ENCOUNTERED	ROLL	ENCOUNTERED
1	THUG	1	CRAZED PREACHER	1	THUG	1	THUG
2	THUG	2	CULTIST	2	LABOURER	2	LABOURER
3	GUARD	3	CULTIST	3	ARTISAN	3	ARTISAN
4	GUARD	4	GUARD	4	MEDIC	4	MEDIC
5	GUARD	5	GUARD	5	BLACKSMITH	5	BLACKSMITH
6	GUARD AND WARRIOR	6	GUARD AND WARRIOR	6	ARTISAN AND MEDIC	6	ARTISAN AND MEDIC
<p>There's a hole in a crate and a HUGE RAT jumps out from inside and attacks.</p> <p>A crate topples over and you ready yourself, but no one is here and you find nothing.</p> <p>A vase has fallen out of a crate and smashed. Around it are some illos petals.</p> <p>A leather bag has been hidden here behind a crate. Inside is a Potion of Healing.</p>							

L1LR - LEVEL 1 LARGE ROOMS (32 SQUARES OR LARGER)

This space is larger than the average room being 32 squares or larger...

ROLL	ROOM TYPE	DESCRIPTION	EXITS	UNIQUE
2	STONE WORKSHOP	This large space has rough walls and piles of stone laying everywhere. There are the remains of a large stone statue that has been smashed. There is no one here.	WOODEN DOORS	NO
3	MARBLE HALL	There are evenly spaced pillars running along this large marble lined hall, with a round central burner and a metal grill. If you have some wood, you could start a fire.	ARCHWAYS	YES
4	OLD MESS HALL	This room was once a mess hall. Some benches and tables are pushed to one side. Other chairs are stacked around the edges of the room. Roll on AUT1.	WOODEN DOORS	YES
5	PENITENTIARY	The northeast corner is being used to hold captives. There are whips and knives on table. The floor is covered in bloodied straw. Fight a JAILOR and then roll on ENP1.	REINFORCED DOORS	YES
6	FOUNTAIN ROOM	In the centre is an ornate fountain bubbling with clear water. It is dedicated to a god and carved in their form. Roll on GOT1. You can make an offering for 1 FP.	ARCHWAYS	NO
7	TEMPLE	Dark murals line the walls. Empty pews form two lines, chandeliers loaded with lit candles hang above. Behind a pulpit stands a figure who attacks. Roll on L1R -1.	ARCHWAYS	YES
8	SPARRING CHAMBER	This is a training room, where there is a circle of sand in which a WARRIOR and a SCOUT are sparring. They turn and attack. If you survive roll on BT1 +2.	WOODEN DOORS	NO
9	CRATE STORE	This space is used for storage and crates scatter the space, creating hidden spaces. There is a noise so roll on L1CE, then on MIT2, CT1-2 and BT2-1.	ARCHWAYS	NO
10	SLATE SHRINE	A large slate monolith stands in the centre. Hanging from it is a gold amulet worth 2d6 GC and it has 4 slots. If you have 4 gems you may roll on GC1.	ARCHWAYS	YES
11	DORMITORY	Lining the walls are bunks and you count enough for twelve men, but most are empty. But, two are occupied. Roll on L1W -1 and L1W0 -1. They attack. After, roll on CT2.	WOODEN DOORS	YES
12	LIBRARY	Lined with bookshelves, this huge library is protected by two GUARDS. There are also tables covered in scrolls. If you survive roll on SCT1 and SCT2.	WOODEN DOORS	YES

Notes: Roll 2D6 for this table. If you roll a unique room that already exists on this level then re-roll.

LEVEL 1 ROOMS - HUMAN ANCESTRY - THE ENTRY - PART 1

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
•	EMPTY SPACE	This room is bare and seems to have been cleared out or forgotten about.	The room is quiet. You hear nothing.	ARCHWAYS	NO
•	ABANDONED GUARD POST	There is a dusty table here upon which sits a dry tankard and an empty wooden bowl.	Beneath the table is a pile of rubbish. Roll on table RUP1 +1.	WOODEN DOORS	NO
•	GUARD POST	A small burner provides warmth for two chairs around a low table. It is lit and casts shadows.	There is someone here. Roll on L1G. If you survive roll on table IAUT1.	REINFORCED DOORS	NO
•	MASON'S WORKSHOP	Large blocks of stone scatter the space, iron tools and an old hammer lay around.	Roll a D6. 1-4= An ARTISAN is here. You must fight them. If you survive roll on TCT1.	RANDOM	YES
•	STORAGE AREA	Crates are piled high, creating hidden spaces. Sacks and baskets lean to one side.	Roll a D6. 1-3= A random patrol comes by roll on L1G -1. If you survive roll on TCT1 -1.	ARCHWAYS	NO
•	MEETING ROOM	Three simple chairs are tucked in around a makeshift wooden table.	Two people stand as you enter. Roll on L1M -1 and L1R -1. If you survive roll on CT1.	WOODEN DOORS	YES
•	BLACKSMITHS	There is an anvil on a block, a glowing furnace and walls lined with worn tools.	There is someone here. You must fight the BLACKSMITH. If you survive roll on M1T1.	WOODEN DOORS	YES
•	SCUFFED UP SPACE	There is a pile of rubbish here and the floor is covered in scuff marks.	You can check the rubbish pile. Roll on table RUP1 and then on IAUT1.	ARCHWAYS	NO
•	HOLDING CELL	An iron barred cell where prisoners are kept is in one corner, a broken chain on the floor.	Roll a D6. 1-4= The JAILOR is here. You must fight them. If you survive roll on ENP1.	REINFORCED DOORS	NO
•	WASH ROOM	There are basins set in worktops here and buckets of soapy water. It is damp here.	Roll a D6. 1-3= A fungal creature emerges. Roll on L1F. If you survive roll on TAT1.	RANDOM	YES
•	FIRE PIT ROOM	A large fire pit in the centre of the room is full of glowing embers and ash.	There is a GUARD sitting on a stool by the fire. They stand and attack. If you survive roll on CT1.	RANDOM	YES
•	KENNEL	Kennels line one wall and the floor is littered with bones, water bowls and straw.	A GUARD handler stands and releases a dog. Roll on L1D and then face the GUARD after.	WOODEN DOORS	YES
•	SNAKE PIT	A dusty bowl set into the floor is home to an angry looking snake. It rises up towards you.	To open the chest in the pit you must face a snake roll on L1S. If you survive roll on CT2 -2.	RANDOM	YES
•	WEAPON DUMP	Some crates and barrels hold a range of broken and blusted weapons.	You begin to search the space. First roll on IAUT1 and then on M1T2.	WOODEN DOORS	YES
•	SHACKLE ROOM	Shackles and chains hang from the stone walls, and a cage stands in one corner.	A form moves from the darkness. Roll on table L1W0. If you survive roll on ENP1.	REINFORCED DOORS	NO
•	PRAYER ROOM	To one side is a wall mounted symbol above a small altar and cushion.	Roll a D6. 1-4= Roll on L1R. After you search the room and if you survive roll on RAT1.	CURTAINS	YES
•	EMPTY SPACE	This room has been left empty, the floor swept clean and the walls washed.	The space is silent. There is nobody here.	ARCHWAYS	NO
•	INDOOR CAMP	In a corner two chairs are placed at a burner. The room is warm. On a shelf is a ball of twine.	Someone is sitting by the burner. They attack. Roll on L1W -1. If you survive roll on IAUT1.	WOODEN DOORS	NO

LEVEL 1 ROOMS - HUMAN ANCESTRY - THE ENTRY - PART 2

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
•••	• SMALL SHRINE	This room is bare apart from a small stone shrine set into the wall.	Roll on GOT1 to identify the shrine's god. When offerings are correctly applied gain 1 FP.	RANDOM WOODEN DOORS	NO
•••	• ABANDONED GUARD POST	There is a dusty table here upon which sits a dry pewter tankard and an empty bowl.	There is something on the rough table. Roll on TA1.	WOODEN DOORS	NO
•••	• POOL ROOM	The only feature in this room is a large, tiled bathing pool set into the floor.	In the pool is a chest. If you jump in for it you acquire the soaked status. Roll on CT1.	WOODEN DOORS	YES
•••	• BARRACKS	You see two rows of bunks and some hammocks. There are people here talking. Empty boxes and tea chests fill this space. There are also sacks and bags.	Roll on L1W-1 twice. If you survive the fight roll on CT1 as you find a tea chest in a corner. Roll a D6. 1-4 = A random patrol comes by roll on L1P-1. If you survive roll on BT1.	WOODEN DOORS	NO
•••	• STORAGE AREA	Three rough tables, a few chairs and stools stand next to a wooden bar.	The barman yells and attacks (use LABOURER stats). Also face a patron. Roll on L1W 1.	ARCHWAYS	NO
•••	• CANTEEN	A stone chamber has been added here. The floor is bloody. Inside lays a corpse on a slab.	There is an ARTISAN here who you must fight. If you survive you find some herbs. Roll on HST1.	WOODEN DOORS	YES
•••	• SLEEPING QUARTERS	Behind two curtains, one on each side, are neat wooden framed beds.	Someone jumps up. Roll on L1R. You see a religious carving atop a cupboard. Roll on RAT1.	RANDOM	NO
•••	• HOLDING CELL	Part of this room has been sectioned off with wooden bars to create a cell.	Roll D6. 1-4 = There is a prisoner here. Roll on ENP1. After roll on IAU1.	REINFORCED DOORS	NO
•••	• TRAINING ROOM	There is a bashed up mannequin and a pole covered in cut marks here.	A WARRIOR is practicing here, slashing at the pole. You must fight them. After roll on IAU1.	RANDOM	YES
•••	• ABATTOIR	Two large carcasses of unidentified animals hang from the ceiling to one side.	A butcher works away at one, turns and attacks, cleaver raised (use ARTISAN stats).	WOODEN DOORS	YES
•••	• DUMP	This space has been used to dump rubbish and stone, piles of which fill two corners.	You can rummage through the rubbish. Roll on RUP1, and then on IAU1.	ARCHWAYS	NO
•••	• APOTHECARY	A table is covered in jars and bottles. Scrolls full of script are tacked to the walls.	You must face the APOTHECARY. If you survive search the table. Roll on POT1 and POT2.	RANDOM	YES
•••	• DAMP SPACE	There is a leak dripping down from above so the space is abandoned and wet.	Fight a fungal creature living here. Roll a D6. 1-3 = MUSTY BLOATER. 4-6 = FUNGAL GEIST.	WOODEN DOORS	NO
•••	• JAIL	There are some metal bars set into the stone floor forming two dirty prison cells. Set high on some shelves are burning candles above a large wooden statue.	A JAILOR jumps up. You must face them. If you survive roll on ENP1 - 2.	REINFORCED DOORS	NO
•••	• CHAPEL	This cold stone space is bare and seems to have no function.	A DARK CLERIC stands and attacks. After you can make an offering to MADUVA for 1 FP.	CURTAINS	YES
•••	• EMPTY SPACE	To one side is a hot stove, some chairs and a large, muddy, hemp rug and a clay tankard.	There is nobody here or anything of interest.	ARCHWAYS	NO
•••	• STOVE ROOM	Two seated people jump up attack. Roll on L1G-1 and L1M-1. After roll on TCT1+2.	WOODEN DOORS	NO	

L1SR - LEVEL 1 SMALL ROOMS (6 SQUARES OR SMALLER)

This space is too small to be a normal room but it is not a corridor. All exits are archways.

ROLL	ROOM TYPE	DESCRIPTION	UNIQUE
2	EMPTY SPACE	There is nothing in this small space.	NO
3	STRANGE TEXT	This narrow room connects the corridors and has no furniture. On the wall though is some illegible text.	NO
4	GRAKADA MURAL	There is a large mural of GRAKADA here. Her old face smiles at you. If you call for her favour here -1 to the roll. There is no space to make offerings.	YES
5	INTUNERIC MOSAIC	There is a large mosaic of INTUNERIC here, a swirling black visage. If you call for his favour here -1 to the roll. There is no space to make offerings.	YES
6	MADUVA STATUE	There is a rough statue of MADUVA here. Its form is twisted sinew. If you call for its favour here -1 to the roll. There is no space to make offerings.	YES
7	MURATAYNIE EFFIGY	There is a grisly effigy of MURATAYNIE here. It smells of rotting flesh. If you call for its favour here -1 to the roll. There is no space to make offerings.	YES
8	NEVAZATOR DOLL	There is a rope doll of NEVAZATOR hanging here, limp and symbolic. If you call for his favour here -1 to the roll. There is no space to make offerings.	YES
9	RADACINA TAPESTRY	There is a beautiful tapestry of RADACINA here, high out of reach. If you call for her favour here -1 to the roll. There is no space to make offerings.	YES
10	HEATED SPACE	There is a small burner here, that is lit. The space is warm, flickering shadows cast across the space. If you dry yourself roll on L1P. There is nothing else in the room.	NO
11	WALL SHRINE	In the wall is a small shrine at which you can make an offering, as it has a ledge to place items. It is dedicated to a god, roll on G0T1. Gain 1 FP if applied correctly.	NO
12	BANNER ARMS	On the wall are two crossed spears and a shield. You take a closer look and see they are for display only and useless. There are some cord and metal strips though.	NO

Notes: Roll 2D6 for this table. If you roll a unique room that already exists on this level then re-roll.

Bestiary

The following tables are designed as Creature Cards. These can be referenced here or printed out and made into cards for easy access. You will need to have access to these cards throughout the game.

The Creature Cards are in alphabetical order for easy reference.

To make these cards into physical cards there are three easy steps.

You will need transparent card sleeves.

1. Print and cut the cards out. The backs of the cards are on page 41, which will need to be printed 8 times.
2. Slide them into the sleeves. 1 front and 1 back for each sleeve.
3. Place a piece of tougher card (e.g. a playing or CCG card) between the front and back of printed and cut Creature Cards to give them rigidity.

NAME	APOTHECARY					L1	H
HP	12	XP	35	SH	+1		
TREASURE	Roll on POT1						
							
INTERRUPT	Blinding Smoke on Primary 1s and 4s -2 damage						
	Glowing Shield on Secondary 2s -2 damage						
							MANOEUVRES
 - FIRE BOMB	= D6 -2 damage						
 - GAS CLOUD	= D6 -2 + special - you may not attack next turn						
<i>The apothecary wears breeches and a leather tunic which they open to reveal a collection of vials. Pulling one free they throw it at you as they attack.</i>							
 - MISHAP	ATTACK ROLL		 - PRIME ATTACK ROLL				
One of the vials smashes at your feet but nothing happens. You gain an extra attack.				They retrieve a larger bottle and throw it. Flames burst up around you. Lose D6 HP.			

NAME	ARTISAN					L1	H
HP	3	XP	5	SH	+1		
TREASURE	Roll on PT1 -2						
							
INTERRUPT	Deflect on Secondary 1s -2 damage						
	Distract on Secondary 6s - 1 damage						
							MANOEUVRES
 - JAB	= D6 -3 damage						
<i>A skilled worker who has spent many years learning their art. They are not a fighter but are well coordinated and wear sturdy leather work clothes. They will defend their home.</i>							
 - MISHAP	ATTACK ROLL		 - PRIME ATTACK ROLL				
They grab up a length of wood, but it is brittle and crumbles in their hand. Gain an extra attack.				The artisan pulls a handful of nails from a pocket and throws them in your face. Take 2 damage.			

NAME	BLACKSMITH					L1	H
HP	6	XP	9	SH	+1		
TREASURE	Roll on MIT1 and PT1						
							
INTERRUPT	Crossed Arms on Secondary 3s and 6s -2 damage						
							MANOEUVRES
 - HAMMER BLOW	= D6 -1 damage						
<i>A hardy artisan, wearing a heavy leather apron, used to hammering metal so they are strong and resistant.</i>							
 - MISHAP	ATTACK ROLL		 - PRIME ATTACK ROLL				
As the blacksmith attacks they catch their hammer in their apron. You kick out and cause D3 damage.				The blacksmith pulls out a large hook and throws it at you. It catches your arm. Lose D3 HP.			

NAME	CRAZED PREACHER					L1	H
HP	4	XP	5	SH	+1		
TREASURE	Roll on RPT1						
							
INTERRUPT	Bible Block on Primary 4s -2 damage						
							MANOEUVRES
 - WILD SCRATCH	= D6 -3 damage						
<i>Spreading their vile words in amongst the inhabitants of the dungeon, these crazed robed preachers are full of fury. They scream and rush towards you.</i>							
 - MISHAP	ATTACK ROLL		 - PRIME ATTACK ROLL				
The wild preacher becomes caught up in their robes and misses a round of combat.				They jump forward and somehow latch on to you and are able to perform WILD SCRATCH twice.			

NAME	CULTIST	L1	H		
HP	5	XP	6		
SH	+1				
TREASURE	Roll on RPT1				
INTERRUPT Robe Swoop on Secondary 4s					
-1 damage					
MANOEUVRES					
 - PUNCH = D6 -2 damage					
<p><i>Serving the religious leaders in the dungeon these worshippers are twisted by hate and set to evil tasks. They wear red robes and face paint, their eyes bulging as they attack.</i></p>					
 MISHAP ATTACK ROLL		 PRIME ATTACK ROLL			
The Cultist pulls a dagger and throws it but it falls at your feet. You throw it back for 2 damage.		They pull a long chain and fling it at you and wraps around your arm causing 1 damage.			

NAME	DARK CLERIC	L1	H		
HP	11	XP	25		
SH	+1				
TREASURE	Roll on RPT2				
INTERRUPT Dark Magic Haze on Secondary					
1s, 2s and 3s - the Dark Cleric heals 1 point of damage if injured and gains one point if not.					
MANOEUVRES					
 - NECROTIC PROD = D6 -1 damage					
 - STAFF BASH = D6 -3 damage					
<p><i>These brooding magic wielders worship MADUVA and harness the power of the dead, turning it upon their enemies. They wear textured grey and black cloaks and padded armour.</i></p>					
 MISHAP ATTACK ROLL		 PRIME ATTACK ROLL			
The cleric swings his staff but misses and slips from their hands. Gain 1 extra attack.		The air turns cold as the cleric raises their staff. You feel a chill run through you. Lose 2 HP.			

NAME	FUNGAL GEIST	L1	F		
HP	5	XP	6		
SH	+1				
TREASURE	D3 Geist				
Mushrooms.					
INTERRUPT Rubbery hide on Secondary 4s					
-2 damage					
MANOEUVRES					
 - MYCELIUM LASH = D6 -3 damage					
 MISHAP ATTACK ROLL		 PRIME ATTACK ROLL			
The geist attempts a volley of kicks all of which fall short allowing you to prod it hard causing 2 damage.		The geist raises its cap revealing narrow gills from which it fires a series of darts. Lose D3 HP.			

NAME	GIANT HORNED ANACONDA	L1	A		
HP	15	XP	30		
SH	+1				
TREASURE	None				
INTERRUPT Scale block on Secondary 2s and 5s -2 damage					
MANOEUVRES					
 - SMOTHER = D6 -2 damage + special attack - miss next round (once per combat).					
 - HORN JAB = D6 -2 damage					
A large brown snake with rock like horned ridges, it uses to attack aggressors. They live in rocky environments often near dungeons or caves, where their appearance is perfect camouflage.					
 MISHAP ATTACK ROLL		 PRIME ATTACK ROLL			
The snake snaps back and tries to bash you with its head, but instead smashes the wall for D3 damage.		The snake rises high on its tail and swoops down performing a successful HORN JAB.			

NAME	GUARD DOG					L1 A
HP	6	XP	8	SH	+1	
TREASURE	None					
						
INTERRUPT	Body barge on Secondary 4s -2 damage					
	MANOEUVRES					
	D6 - BITE = D6 -2 damage					
<i>A trained guard dog, appears vicious but has little experience fighting.</i>						
	MISHAP ATTACK ROLL		PRIME ATTACK ROLL			
The dog skids as it lunges and you are able to get in an extra attack with +1 damage.			The dog thrusts forward and clamps its jaws around your arm causing D3 damage.			

NAME	GUARD					L1 H
HP	7	XP	13	SH	+1	
TREASURE	Roll on PT1 -1					
						
INTERRUPT	Shield Block on Secondary 3s and 5s -1 damage					
	MANOEUVRES					
	D6 - STAB = D6 -3 damage					
	D6 - SWIPE = D6 -2 damage					
<i>A trained guard wearing light armour who has some basic skills in combat. They have duties within the dungeon and can be seen on patrols and at guard posts.</i>						
	MISHAP ATTACK ROLL		PRIME ATTACK ROLL			
The guard lunges carelessly, opens his side and you elbow them hard causing 1 damage.			With an unexpected move the guard disarms you. Lose 1 turn as you grab it back up off the ground.			

NAME	HUGE INFECTED RAT					L1 A
HP	5	XP	9	SH	+1	
TREASURE	None					
						
INTERRUPT	Pounce on Secondary 1s and 6s -1 damage					
	MANOEUVRES					
	D6 - INFECTED BITE = D6 -3 damage + special - next two turns lose 1 HP					
	D6 - SLASH = D6 -2 damage					
<i>A large grim looking rodent covered in pus-filled blisters that appears to be in a rabid state. Its red eyes bulge as it screeches and attacks.</i>						
	MISHAP ATTACK ROLL		PRIME ATTACK ROLL			
The creature is sickly and seems to cough and spits blood causing it D3 damage.			The rat evades your defence and scurries up your leg and bites your neck using INFECTED BITE.			

NAME	HUGE RAT					L1 C
HP	3	XP	2	SH	+1	
TREASURE	A rat tail without becoming bloodied.					
						
INTERRUPT	None					
	MANOEUVRES					
	D6 - BITE = D6 -4 damage					
<i>Not a giant but bigger than a normal rat that will savagely attack anything, even larger creatures, when hungry. They are always hungry.</i>						
	MISHAP ATTACK ROLL		PRIME ATTACK ROLL			
The rat attacks but slips and rolls on its back. You bring down your boot and crush its head.			The rat pounces and lands on your face. It bites you before you brush it off. Lose 1 HP.			

NAME	HUGE SPIDER			L1	1					
HP	2	XP	2	SH	+1					
TREASURE	None									
INTERRUPT	None									
			MANOEUVRES							
<input checked="" type="checkbox"/> - FANG PUNCTURE = D6 -3 damage										
<i>Not a giant but bigger than a normal spider with a tough carapace and enlarged fangs. It will attack if something breaks its web.</i>										
<input checked="" type="checkbox"/> MISHAP ATTACK ROLL			<input checked="" type="checkbox"/> PRIME ATTACK ROLL							
The spider falls as its web breaks and you spin and slice it in two, killing it instantly.			The spider jumps, spins a web, and pings onto your back where it sinks in its fangs. Lose 1 HP.							

NAME	INFERNAL MONK				L1	H
HP	6	XP	15	SH	+1	
TREASURE	Roll on RPT1+1					
						
INTERRUPT		Heat Wave on Primary 2s and 5s -1 damage				
						MANOEUVRES
 - MACE BASH = D6 -2 damage						
 - FIRE WHIP = D6 -1 damage						
<p><i>Dressed in red leather bands and black clothes the bald monk can call upon Grakada to summon fire that extends from their arm as an infernal whip. It lashes towards you as they attack.</i></p>						
 MISHAP ATTACK ROLL		 PRIME ATTACK ROLL				
Their whip lashes the air and flings back in their face causing them 2 damage.			A second fire whip appears on their other hand and together they strike you. Lose 3 HP.			

NAME	JAILOR	L1	(H)
HP	6	XP	10
SH	+1		
TREASURE	Roll on PT1	+1	
			
INTERRUPT		Barge on Secondary 2s -2	
damage			
			MANOEUVRES
	SHARP KICK = D6 -2 damage		
	PUNCH = D6 -3 damage		
<i>Being a jailor has made them tough but their skill in combat is limited. As they come forward wrapping a chain around their knuckles, a mad look in their eyes.</i>			
	MISHAP ATTACK ROLL		
The jailor swings but appears tired and falls back on their haunches giving you an extra attack.			PRIME ATTACK ROLL
With a whip of their fist the chain shoots out and lashes your knuckles. Lose 1 HP if not wearing gloves.			

NAME	MEDIC	L1	(H)		
HP	4	XP	5	SH	+1
TREASURE	Roll on PT1 -2				
+ Malako Leaves					
INTERRUPT Nimble Move on Primary 3s and 4s -1 damage					
MANOEUVRES					
□□ - STAB = D6 -2 damage					
<p><i>The nearest thing the dungeon has to a herbalist and medic who looks after the injured but has very little skill. From a bloody apron they pull out a short knife and attack.</i></p>					
□ - MISHAP ATTACK ROLL		□□ - PRIME ATTACK ROLL			
There must be blood on the medic's shoes for they lose their footing and fall. Gain 1 extra attack.		The medic whips the apron free, throws it over your head and stabs you causing 2 damage.			

NAME	MERCHANT	L1	(H)		
HP	5	XP	6	SH	+1
TREASURE	A wallet with D6 GC and D6 SC				
INTERRUPT Divert Blow on Primary 2s and 5s -1 damage					
MANOEUVRES					
□□ - QUICK SLASH = D6 -2 damage					
<p><i>Dressed in fine clothes the merchant manages trade in the dungeon and makes a profit doing so. They pull out a curved sword and prepare to defend their position.</i></p>					
□ - MISHAP ATTACK ROLL		□□ - PRIME ATTACK ROLL			
They try a flurry of complex swings, trip and slash their own leg. They take one damage.		The merchant throws a potion at you that explodes. It causes D3 damage.			

NAME	MUSTY BLOATER	L1	(F)		
HP	9	XP	12	SH	+1
TREASURE	D6 spores				
INTERRUPT Blinding Spore Cloud on Primary 3s, 4s and 5s -1 damage					
MANOEUVRES					
□□ - SPORE SPRAY = D6 -2 damage					
<p><i>Animated by primordial magic these swollen fungi shoot hot spores at their victims. They lumber forward, rising up and swelling, from what appears to be flat mould or mildew.</i></p>					
□ - MISHAP ATTACK ROLL		□□ - PRIME ATTACK ROLL			
The creature seems to lose some of its swell and shrinks for a moment. It misses a round of combat.		Suddenly the Bloater swells, the pressure shooting out a shower of spores. Lose D3 HP.			

NAME	SCARLET COBRA	L1	(A)		
HP	3	XP	6	SH	+1
TREASURE	No treasure				
INTERRUPT Darts Aside on Primary 2s and 3s -1 damage					
MANOEUVRES					
□□ - BITE = D6 -3 damage + special attack - poisoned - lose 1 HP per round for 2 rounds.					
<p><i>A poisonous black snake with scarlet red banding. Lives in deep burrows sometimes finding its way down through cracks in the walls and ceiling of the dungeon.</i></p>					
□ - MISHAP ATTACK ROLL		□□ - PRIME ATTACK ROLL			
The snake shoots out its head in an attempted bite, but misses and you're able to slash it for D3 damage.		The cobra corners coils and whips forward past your defence successfully biting you, see BITE attack.			

NAME	SCOUT	L1	H					
HP	5	XP	9					
SH	+1							
TREASURE	Roll on PT1							
INTERRUPT Swift Jump on Primary 1s and 6s -2 damage								
MANOEUVRES								
[] - JAB = D6 -3 damage								
[] - QUICK CHARGE = D6 -2 damage								
<p><i>Usually out of the dungeon scouting the area they strive to avoid combat but are not afraid of a fight. Dressed in green and agile on their feet they thrust the point of a dagger towards you.</i></p>								
[]	MISHAP ATTACK ROLL	[]	PRIME ATTACK ROLL					
The scout tries to grab your weapon but instead twists their wrist and takes 1 damage.		The scout leaps back, pulls out a short bow and looses an arrow. Take D3 damage.						

NAME	SHARD ROCK PYTHON	L1	A					
HP	10	XP	18					
SH	+1							
TREASURE	None							
INTERRUPT Deflect on Primary 1s -2 damage								
MANOEUVRES								
[] - STRANGLE = D6 -1 damage + special attack - when you attack next round you do one less damage.								
<p><i>A heavy snake, with textured rough skin that is a grey rock colour. It wraps around its victims and strangles the life out of them.</i></p>								
[]	MISHAP ATTACK ROLL	[]	PRIME ATTACK ROLL					
The snake's slow attack allows you to bash it on the head as it tries to move in closer causing D6 damage.		The python corners you, wraps it's bulk around your leg causing lose D6 HP.						

NAME	SLIMY GORGER	L1	F					
HP	10	XP	16					
SH	+1							
TREASURE	Sticky glue like substance (need container)							
INTERRUPT Gelatinous Body on Secondary 2s and 6s -2 damage								
MANOEUVRES								
[] - STICKY SUCTION = D6 -1 damage + special attack - you may not use one random piece of armour this turn.								
<p><i>A dark green slime animated by primordial magic, that lives in wet and cold abandoned spaces. It can rear up and attack with its stretchy gelatinous body.</i></p>								
[]	MISHAP ATTACK ROLL	[]	PRIME ATTACK ROLL					
The slime rises, but cannot take an attacking form and misses a round of combat.		The slime billows out into a wide sheet of green that engulfs you. You struggle free but lose 2 HP.						

NAME	THUG	L1	H					
HP	3	XP	6					
SH	+1							
TREASURE	None							
INTERRUPT Forearm block on Secondary 4s -1 damage								
MANOEUVRES								
[] - PUNCH = D6 -3 damage								
<p><i>This rough looking brute has few skills and little training and is often deployed as muscle to do unsavoury jobs. They shout abuse as they attack swinging their fists.</i></p>								
[]	MISHAP ATTACK ROLL	[]	PRIME ATTACK ROLL					
The thug tries a combo of swing and uppercut but misses and topples over. Gain 1 extra attack.		The thug manages to grip you and eyes wide they headbutts you hard, take D3 damage.						

NAME	VETERAN					L1	H			
HP	10	XP	30	SH	+1					
TREASURE	Roll on PT1 +1 and an extra D6 GC									
INTERRUPT	Parry on Primary 3s and 4s -2 damage Armour deflection on Secondary 5s and 6s -1 damage									
	MANOEUVRES									
 -	CRUSHING BLOW = D6 -1 damage									
 -	THRUST = D6 -3 damage									
<p><i>A strong and experienced old fighter, who used to be a soldier, and knows how to handle themselves. They appear grizzled and slow but can parry efficiently. They sneer as they attack.</i></p>										
 -	MISHAP ATTACK ROLL									
The old veteran stumbles and falls. Gain 2 extra hits as he tries to rise.				 -	PRIME ATTACK ROLL					
				 -	The old veteran twists and performs a successful CRUSHING BLOW.					

NAME	WAR HOUND					L1	A			
HP	10	XP	25	SH	+1					
TREASURE	A spiked collar.									
INTERRUPT	Raised Legs on Primary 5s and 6s -2 damage									
	MANOEUVRES									
 -	BITE = D6 -1 damage									
 -	SPIKE CHARGE = D6 -2 damage									
<p><i>A vicious dog trained to fight. Wears a spiked collar it uses in its charge attack.</i></p>										
 -	MISHAP ATTACK ROLL									
The dog seems keen on simply barking in an attempt to scare you and misses the next round.				 -	PRIME ATTACK ROLL					
				 -	The dog barrels into you dragging its spiked collar down your thigh causing D6 damage.					

NAME	WARRIOR					L1	H			
HP	9	XP	22	SH	+1					
TREASURE	Roll on PT1									
INTERRUPT	Bracer block on Primary 4s -1 damage Dodge on Secondary 3s -1 damage									
	MANOEUVRES									
 -	FLURRY = D6 -3 damage									
 -	SLASH = D6 -2 damage									
<p><i>A capable warrior trained in the art of combat. They move quickly and appear well equipped. They wear thick metal bracers which they can use to block attacks.</i></p>										
 -	MISHAP ATTACK ROLL									
The warrior swings but loses his balance and you kick them hard in the ribs causing D3 damage.				 -	PRIME ATTACK ROLL					
				 -	The warrior pulls a small dagger from his boot and flicks it at you. It glances off your cheek. Lose 1 HP.					

NAME	WORK DOG					L1	A			
HP	4	XP	4	SH	+1					
TREASURE	None									
INTERRUPT	Side Swipe on Secondary 2s -2 damage									
	MANOEUVRES									
 -	BITE = D6 -3 damage									
<p><i>A working dog with a need to defend its owner, and although not trained to fight still has a savage bite.</i></p>										
 -	MISHAP ATTACK ROLL									
The dog flinches and slips as it comes forward afraid of your attack. It hits the wall taking 1 damage.				 -	PRIME ATTACK ROLL					
				 -	The dog wrestles through your defence and slashes you with a paw. Lose 1 HP.					

2D6



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CREATURE CARDS

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